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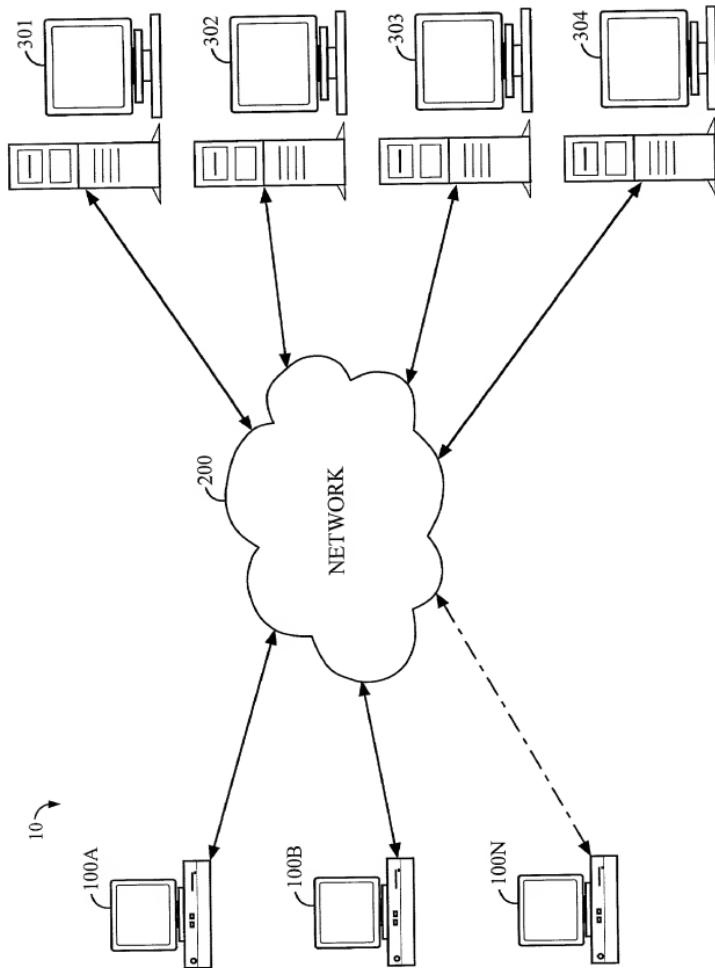


FIG. 1

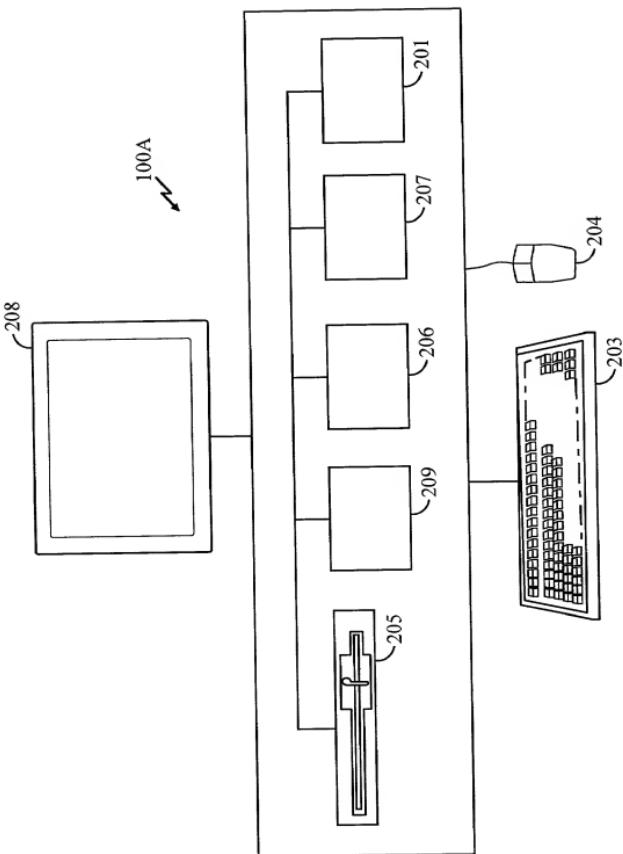


FIG. 2

Y062E00-0TT82Z60

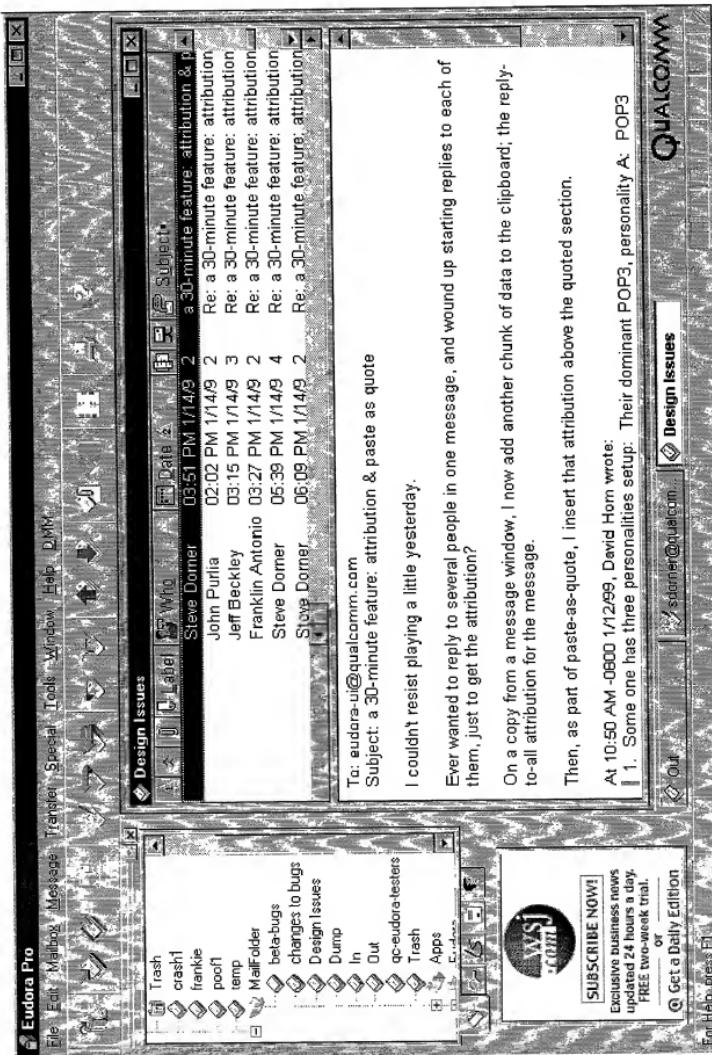


FIG. 3A

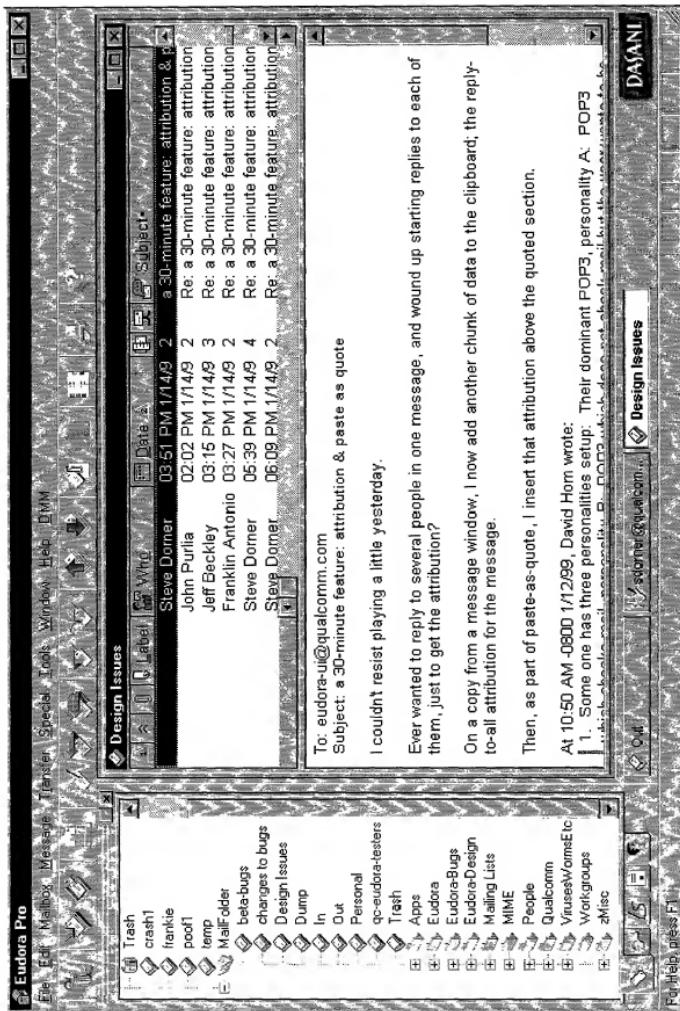
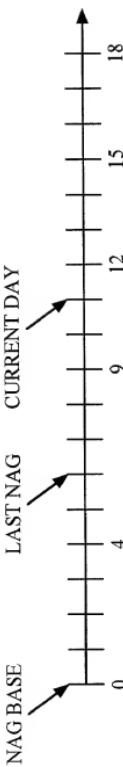
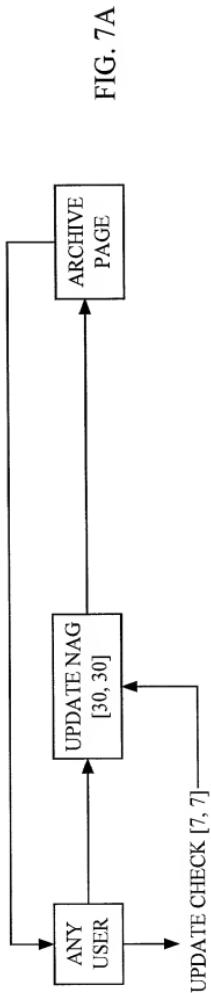
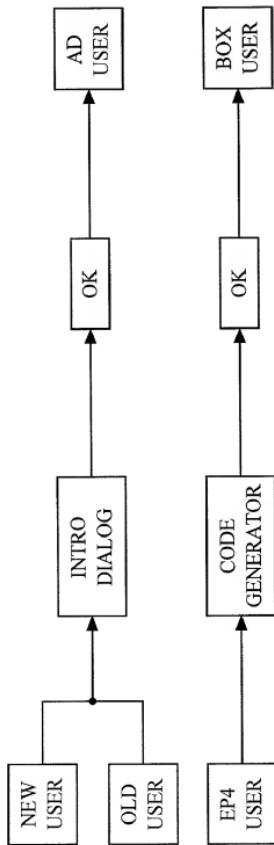


FIG. 3B

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WELCOME TO EUDORA!
EUDORA IS NOW LICENSED IN THREE WAYS; SPONSORED MODE, PAID MODE, AND LIGHT MODE. UNLESS YOU CHANGE MODES, EUDORA WILL RUN IN SPONSORED MODE, MEANING IT WILL DISPLAY ADS.

WE HAVE DONE OUR BEST TO PRESENT THE ADS IN A WAY THAT RESPECTS THE WORK YOU DO IN EMAIL. BY ALLOWING EUDORA TO DISPLAY ADS, YOU GET THE FULL POWER OF EUDORA FOR FREE AND WE CAN STILL PAY OUR BILLS.

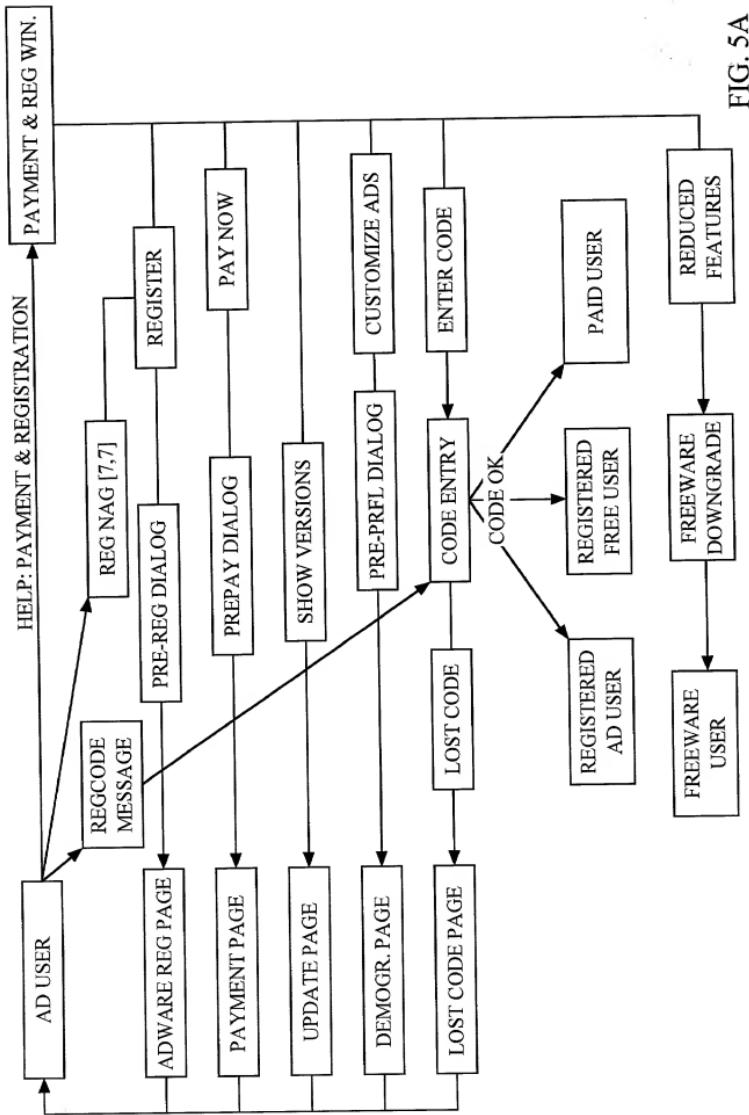
IF YOU DECIDE THE ADS ARE NOT FOR YOU, YOU CAN CHANGE MODES. PAID MODE SHOWS NO ADS. CURRENT EUDORA PRO 4.X USERS WILL BE ABLE TO UPGRADE TO PAID MODE FOR FREE. OTHER USERS WILL BE ABLE TO PAY A LICENSE FEE TO GO TO PAID MODE. AT THIS STAGE IN TESTING, THE MACHINERY FOR PAID MODE IS NOT FULLY TESTED, AND PAID MODE IS UNAVAILABLE. LIGHT MODE ALSO SHOWS NO ADS, BUT HAS MANY FEWER FEATURES.

TO SWITCH FORMS OF EUDORA, PLEASE USE THE "PAYMENT & REGISTRATION" ITEM IN THE HELP MENU. TO LEARN MORE ABOUT THE THREE MODES, CLICK ON THE "TELL ME MORE" BUTTON BELOW.

TELL ME MORE

OK

FIG. 4B



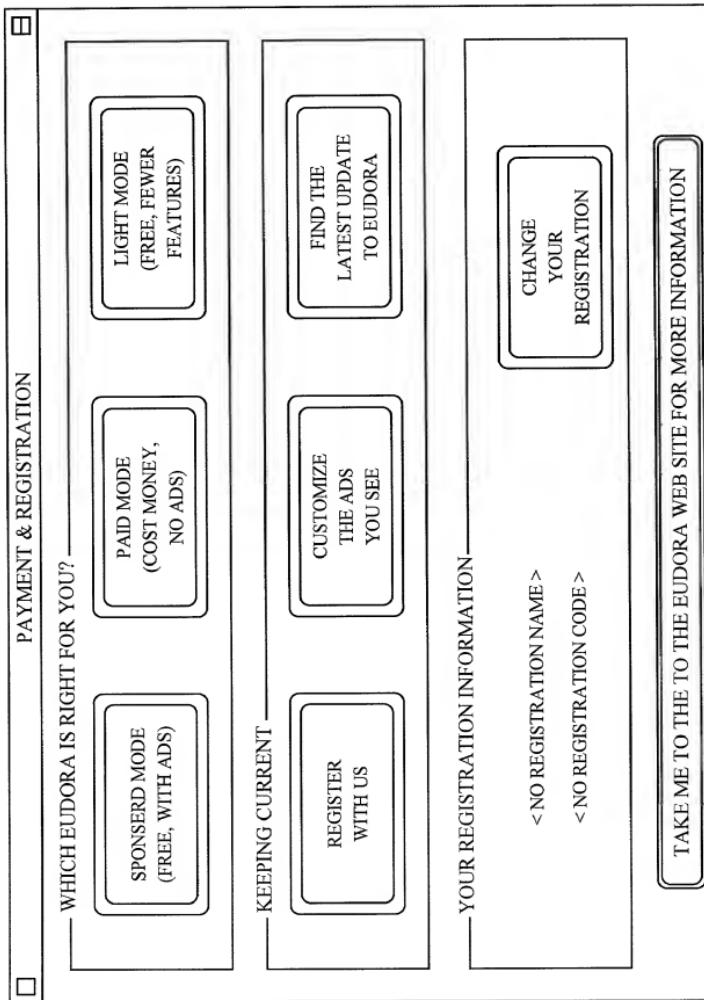


FIG. 5B

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<p>WOULD YOU LIKE TO REGISTER YOUR COPY OF EUDORA ?</p> <p>AS A REGISTERED USER OF EUDORA WE WON'T NAG YOU AS OFTEN AS WE DO. WE'LL ALSO ERECT A GIANT STATUE IN YOUR IMAGE ON THE FRONT LAWN OF OUR CORPORATE HEADQUARTERS (*).</p> <p>HOW COOL IS THAT? C'MON... REGISTER! IT'S FUN AND EASY!</p> <p>(* GIANT STATUE OFFER VOID ON THE PLANET EARTH)</p>	<p>MAYBE LATER</p>	<p>TAKE ME TO THE REGISTRATION PAGE</p>
--	--------------------	---

FIG. 5C

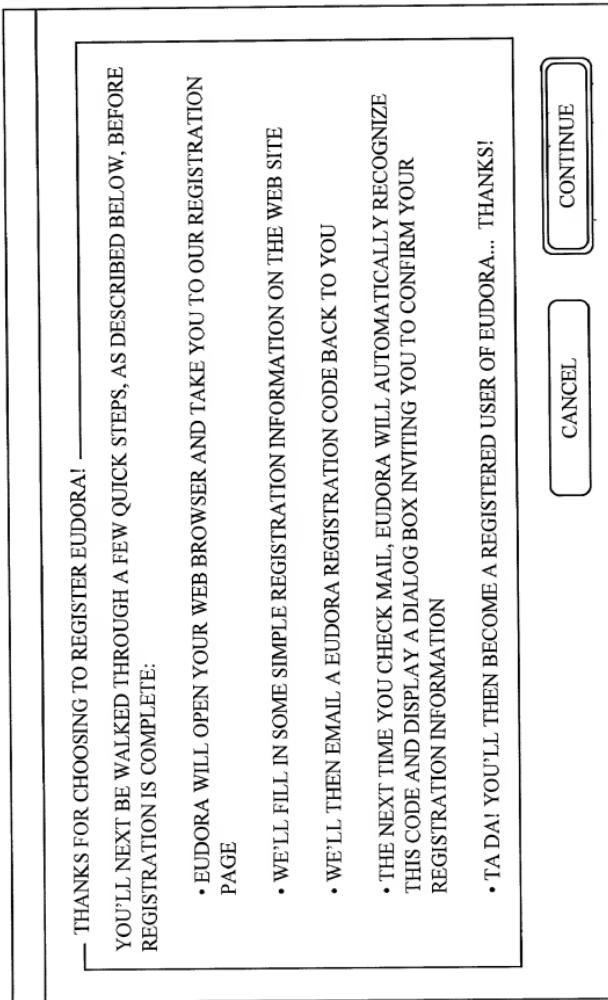


FIG. 5D

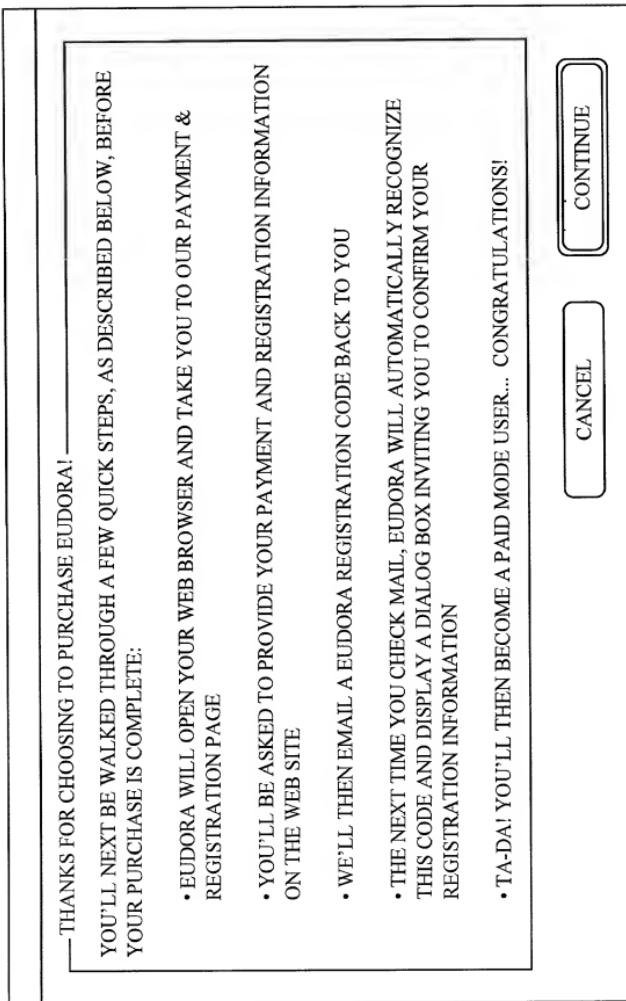


FIG. 5E

□

THANK YOU FOR YOUR REGISTRATION!

TO COMPLETE YOUR REGISTRATION, PLEASE ENTER THE NAME YOU REGISTERED
UNDER AND YOUR REGISTRATION CODE BELOW.

THE EXACT NAME YOU REGISTERD UNDER:

FIRST NAME: JOHN

LAST NAME: MANYJARS

YOUR REGISTRATION CODE:

48925-89A2-B1149

FIG. 5F

□ DO YOU REALLY WANT TO SWITCH TO THE LIGHT VERSION OF EUDORA?

WHILE EUDORA IN LIGHT MODE REMAINS A VERY CAPABLE EMAIL CLIENT, IT LACKS THE POWER OF THE FULL VERSION. HERE ARE SOME OF THE FEATURES YOU WOULD BE GIVING UP, WITH CHECKMARKS NEXT TO THE ONES YOU'RE USING NOW:

◀ ▶

- b CHECK THE SPELLING OF YOUR EMAIL MESSAGES AS YOU TYPE
- b MULTIPLE PERSONALITIES FOR MANAGING MULTIPLE MAIL ACCOUNTS OR IDENTITIES MESSAGE STATIONERY TO HELP YOU RESPOND TO YOUR MAIL MORE QUICKLY MULTIPLE SIGNATURES TO HELP PERSONALIZE YOUR MAIL
- b MORE POWERFUL FILTERING

CHANGE THE PERSONALITY ASSOCIATED WITH MESSAGES FOR BETTER ORGANIZATION

- b PLAY VARIOUS SOUNDS WHEN MAIL ARRIVES DEPENDING ON YOUR FILTERS
- OPEN A MESSAGE OR MAILBOX IN RESPONSE TO A FILTER
- PRINT MAIL DIRECTLY FROM FILTERS

YOU CAN CONTINUE TO ENJOY THE TIME-SAVING POWER OF THESE FEATURES, AT NO CHARGE, SIMPLY BY LEAVING EUDORA IN SPONSORED MODE. IF YOU REALLY WANT TO MAKE THE ADS GO AWAY BUT KEEP EUDORA'S FULL CAPABILITIES, HIT "CANCEL" AND THEN SELECT "FULL VERSION (COSTS MONEY, NO ADS)."

CANCEL

REDUCED FEATURES

FIG. 5G

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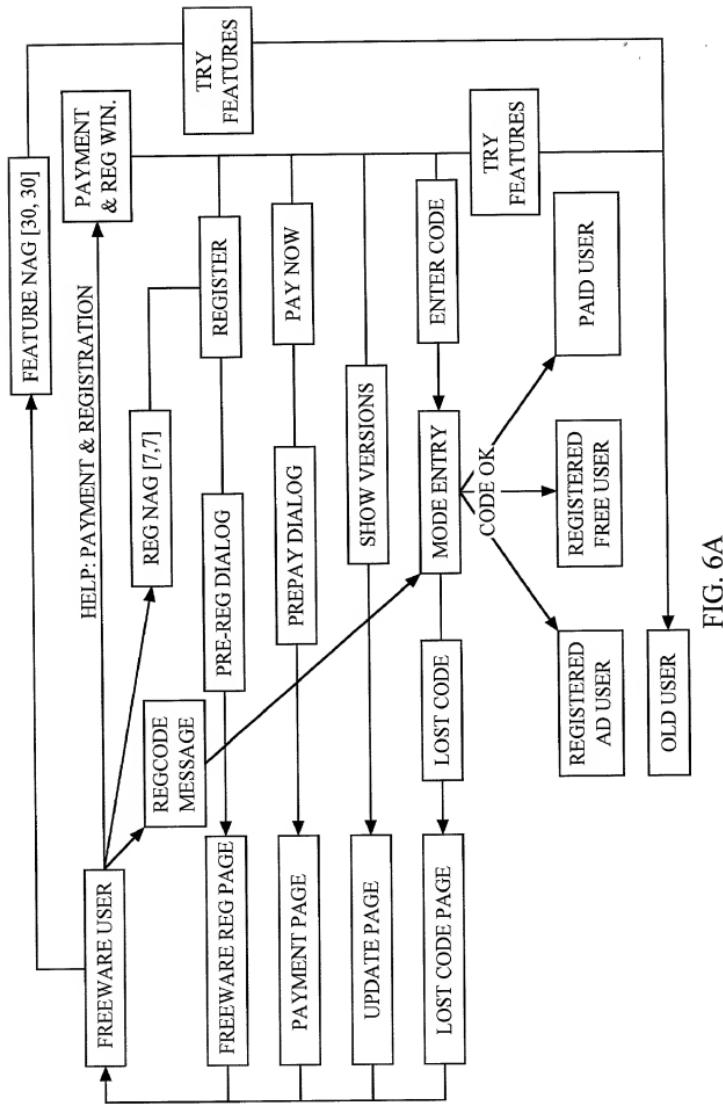


FIG. 6A

WOULD YOU LIKE TO TRY THE FULL-FEATURED VERSION OF EUDORA? —

WHILE EUDORA IN LIGHT MODE REMAINS A VERY CAPABLE EMAIL PROGRAM, IT LACKS ALL THE POWER OF THE FULL VERSION. HERE ARE SOME OF THE CAPABILITIES YOU COULD BE USING TO MANAGE YOUR EMAIL (AND YOU'LL BE GETTING MORE OF IT, WE'RE SURE). THE FULL VERSION IS FREE BECAUSE IT IS SPONSOR-SUPPORTED. THAT MEANS IT HAS ADS IN IT, BUT THEY ARE DISPLAYED IN A WAY THAT'S SENSITIVE TO WHAT YOU'RE DOING WHEN YOU'RE IN EMAIL.

CHECK THE SPELLING OF YOUR EMAIL MESSAGES AS YOU TYPE

MULTIPLE PERSONALITIES FOR MANAGING MULTIPLE MAIL ACCOUNTS OR IDENTITIES

MESSAGE STATIONERY TO HELP YOU RESPOND TO YOUR MAIL MORE QUICKLY

MULTIPLE SIGNATURES TO HELP PERSONALIZE YOUR MAIL

MORE POWERFUL FILTERING

CHANGE THE PERSONALITY ASSOCIATED WITH MESSAGES FOR BETTER ORGANIZATION

PLAY VARIOUS SOUNDS WHEN MAIL ARRIVES DEPENDING ON YOUR FILTERS

OPEN A MESSAGE OR MAILBOX IN RESPONSE TO A FILTER

PRINT MAIL DIRECTLY FROM FILTERS

THESE FEATURES WILL BE TURNED ON AUTOMATICALLY, AT NO CHARGE, WHEN YOU CLICK ON THAT ENTICING BUTTON BELOW. (C'MON...TAKE A CHANCE.)

WOW! I WANT TO TRY ALL THE FEATURES!

CANCEL

FIG. 6B

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THERE ARE UPDATES AVAILABLE TO EUDORA

YOU HAVE EUDORA VERSION 4.1. THE FOLLOWING UPDATES HAVE BECOME AVAILABLE SINCE THIS VERSION WAS RELEASED. IF YOU'D LIKE MORE INFORMATION ON ANY OF THESE UPDATES, SIMPLY FOLLOW THE LINKS. IF YOU'D RATHER WE NOTIFY YOU OF UPDATES, FOLLOW THIS.

EUDORA 5.3

THIS IS A MAJOR UPGRADE, WITH GREAT NEW FEATURES LIKE AUTOMATIC

EUDORA 4.2

THIS UPDATE IS MOSTLY BUG FIXES. THIS UPDATE IS FREE TO YOU.

PRINTED MANUAL

YOU CAN BUY A PRINTED MANUAL FOR EUDORA.

FIG. 7B

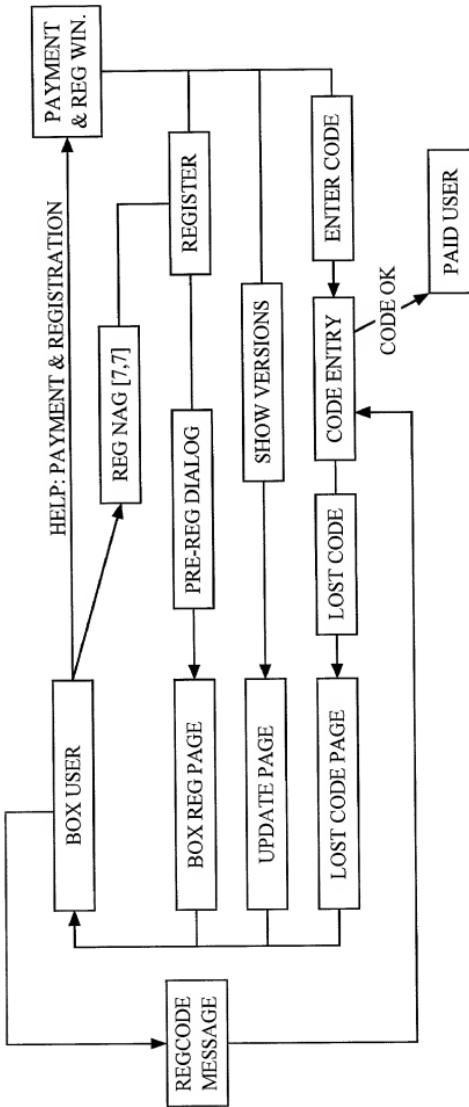


FIG. 8

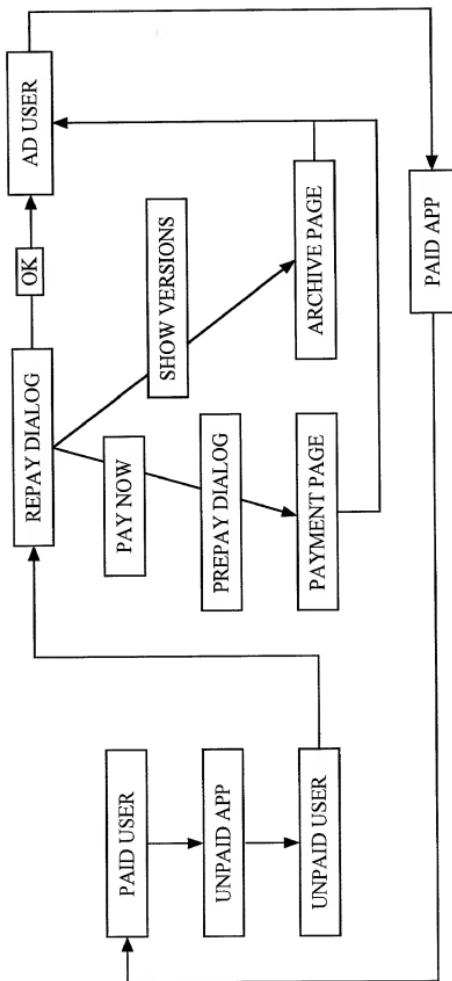


FIG. 9

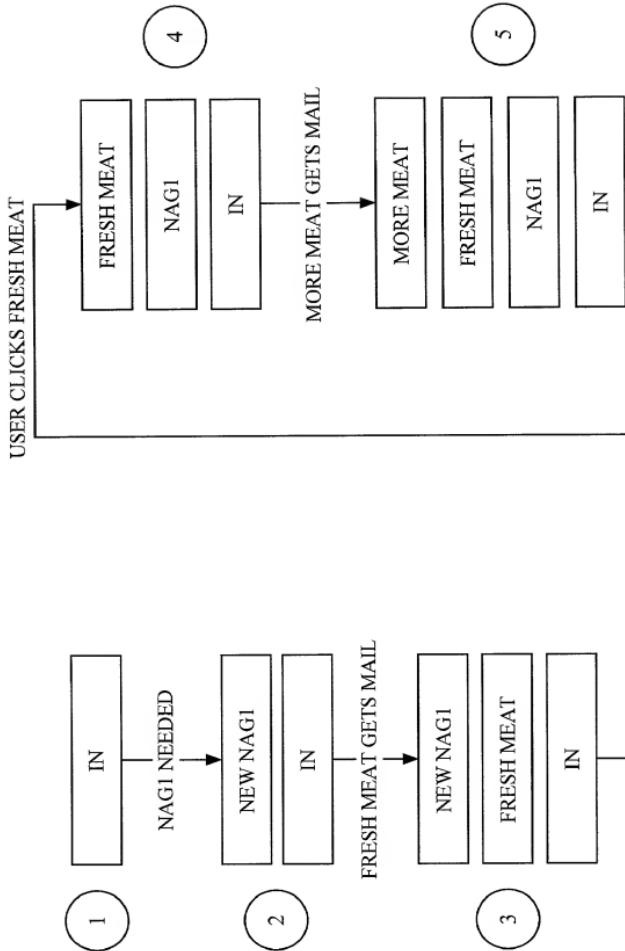


FIG. 10

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LINK HISTORY		
TYPE	SITE	DATE VISITED
<input type="checkbox"/>	APPLE COMPUTER	WED, SEP. 1, 1999, 4:48 PM
<input type="checkbox"/>	FTP.QUALCOMM.COM/EUDORA	TODAY, 11:26 AM
<input type="checkbox"/>	QUALCOMM STORE	WED, SEP. 1, 1999, 4:48 PM
<input type="checkbox"/>	MAC OS RUMORS	ASAP!
<input type="checkbox"/>	MDUDZLAK@QUALCOMM.COM	TODAY, 11:23 AM
<input type="checkbox"/>	WWW.QUALCOMM.ONES.PRODUC...	WED, SEP. 1, 1999, 4:48 PM
<input type="checkbox"/>	WWW.EUDORA.COM	ATTEMPTED

FIG. 12A

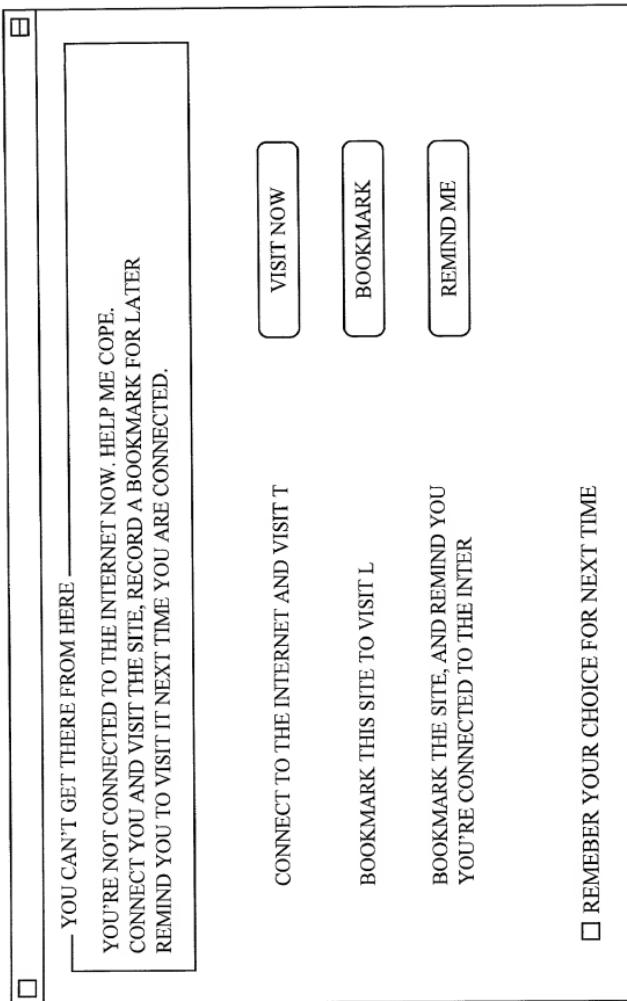


FIG. 12B

ASSUMPTIONS					
AVERAGE CONNEC. SPEED, Xbps	28.8				
AVERAGE AD SIZE, Xbps/cm	9.3				
NUMBER OF USERS	8,000,000				
NUMBER OF HOURS RUNNING EUDORA	2				
NUMBER MAILCHECKS PER USER PER HOUR	2				
PLAYLIST ENTRY SIZE, BYTES	500				

FIG. 13A

IMPLICATIONS					
# OF NEW ADS PER USER PER DAY	# SECONDS DOWN-LOADING ADS	# SECONDS AD ADDED PER CHECK	8x USERS AD BANDWIDTH, Xbps	AD Xbps/100,000 USERS	Avg. CONN-NECTIONS, 1000*
10	26	6	67	0.8	2.4
15	39	10	101	1.3	3.6
20	52	13	135	1.7	4.8
25	65	16	168	2.1	6.0
30	78	19	202	2.5	7.2
35	90	23	235	2.9	8.4

# OF NEW ADS PER USER PER DAY	# SECONDS DOWN-LOADING ADS	# SECONDS AD ADDED PER CHECK	8x USERS AD BANDWIDTH, Xbps	AD Xbps/100,000 USERS	Avg. CONN-NECTIONS, 1000*	PLAYLIST BANDWIDTH, Xbps	PLAYLIST Xbps/100,000 USERS
10	26	6	67	0.8	2.4	4	0.0
15	39	10	101	1.3	3.6	5	0.1
20	52	13	135	1.7	4.8	7	0.1
25	65	16	168	2.1	6.0	9	0.1
30	78	19	202	2.5	7.2	11	0.1
35	90	23	235	2.9	8.4	12	0.2

FIG. 13B

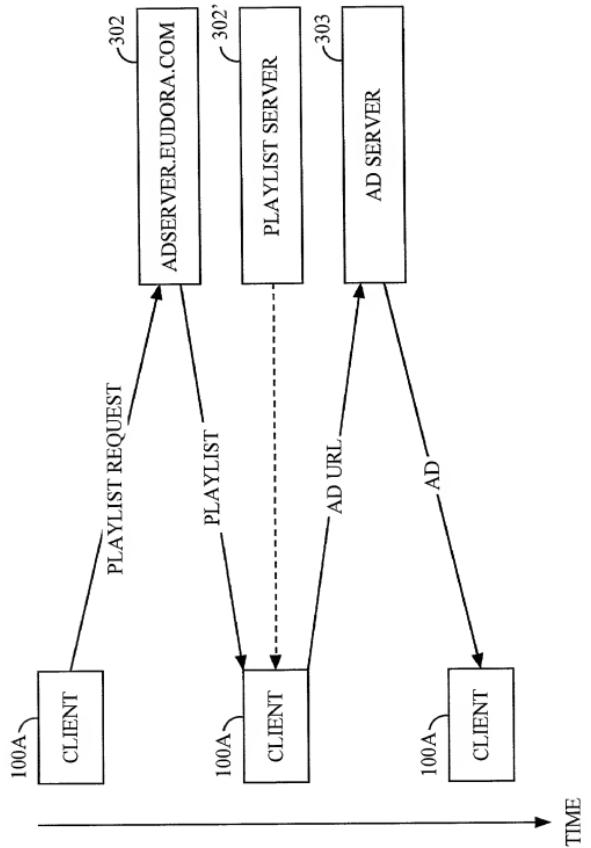


FIG. 14

```
//////////  
// Main ad scheduler  
ScheduleMain  
{  
// Has a new day dawned?  
Do CheckForNewDay  
// Are we within the current ad's showFor?  
if ( ad.thisShowTime < ad.showFor )  
{  
// there is nothing to be done  
return  
}  
// At this point, we know that we need a new ad  
// Perform housekeeping tasks on the old one  
do AdEndBookkeeping  
// Pop out of a block if all ads on par  
if ( block isn't all playlists )  
{  
find ad with minimum ad.numberShown  
if ( ad.numberShown >= blockGoal )  
set block to all playlists  
}  
// If we are over our quota of regular ads for the day,  
// look for a runout  
if ( adFaceTimeToday > faceTimeQuota )  
{  
do ShowARunout  
}  
else  
{  
Do ShowARegularAd  
}  
}  
}  
// end ad schedule main
```

||||||||||||||||||||||||||

```
// We must perform certain tasks when the calander day
changes.
CheckForNewDay
{if ( the calander day has changed )
{
// Perform housekeeping tasks on the ad currently showing
Do StopShowingCurrentAd
// Runout ads are charged for a full showFor if they've been
shown
// at all on a given day. Charge any runout ads if they've
been
// shown at all.
for runout ads
{
if ( ad.thisShowTime > 0 )
{
ad.totalTimeShown += ad.showFor
ad.thisShowTime = 0
}
}
// Now, reset the counters for all ads to reflect the fact
that
// a new day has dawned.
for all ads
{
ad.numberShownToday = 0
}
// Record yesterday's facetime
// Might not literally be yesterday, be sure to use
// whatever day the app was last run on
set old current day's facetime to totalFaceTimeToday
// and reset our global regular ad facetime counter
adFaceTimeToday = 0
totalFaceTimeToday = 0
// if we were in a block, back out
set block to all playlists
}
}
// end CheckForNewDay
```

FIG. 15B

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```
//////////  
// This function shows a runout ad, and if it  
// can't find one, goes to a rerun  
ShowARunout  
{  
for runout ads  
{  
// has the ad been flushed?  
if ( ad.flushed )  
try next ad  
// are we done showing this runout today?  
if ( ad.numberShownToday > ad.dayMax )  
try next ad // this one's used up for the day  
// are we done showing this runout for ever and ever?  
if ( ad.shownFor > ad.shownForMax )  
try next runout ad // this one's used up forever  
// are we between the ad's start and end date?  
if ( ad.startDate < the current date < ad.endDate )  
try next runout ad  
// the ad is not supposed to run today  
// do we actually HAVE the ad?  
if ( ad has not been downloaded )  
{  
ask for ad to be downloaded  
try next ad  
}  
// ok, we believe we should show this runout  
// we are now in runout state  
Do ShowAnAd  
return  
}  
// if we haven't found a runout ad, we will go to "rerun"  
state  
Do ShowARerun  
}  
// end ShowARunout
```

FIG. 15C

```
//////////  
// Rerun state. Look for a regular ad to rerun  
ShowARerun  
{  
for regular ads [ in current block ]  
{  
// has the ad been flushed?  
if ( ad.flushed )  
try next ad  
// is this ad recent enough to rerun?  
if ( ad.lastShownDate is older than returnInterval )  
try next ad  
// this one is too old to rerun  
// if in block, show ads only if it's their "turn"  
if ( ad.numberShownToday >= blockGoal )  
try next ad // need to find a friend in this block  
// are we between the ad's start and end dates?  
if ( ad.startDate < the current date < ad.endDate )  
try next ad  
// the ad is not supposed to run today  
// do we actually HAVE the ad?  
if ( ad has not been downloaded )  
{  
ask for ad to be downloaded  
try next ad  
}  
// ok, at this point we can show this ad, but because  
// we're in rerun, we don't keep the books  
Do ShowAnAd  
return  
}  
// if we get here, we have no ads to show. Punt.  
return  
}  
// end ShowARerun
```

FIG. 15D

```
||||||||||||||||||||||||||

// Show a regular ad
ShowARegularAd
{
for regular ads [ in current block ]
{
// has the ad been flushed?
if ( ad.flushed)
try next ad
// are we done showing this ad today?
if (ad.numberShownToday > ad.dayMax )
try next ad // this one's used up for the day
// if in block, show ads only if it's their "turn"
if ( ad.numberShownToday >= blockGoal )
try next ad // need to find a friend in this block
// are we done showing this ad for ever and ever?
if ( ad.showedFor > ad.showForMax )
try next ad // this one's used up forever
// are we between the ad's start and end dates?
if ( ad.startDate < the current date < ad.endDate )
try next ad
// the ad is not supposed to run today
// do we actually HAVE the ad?
if ( ad has not been downloaded )
{
ask for ad to be downloaded
try next ad
}
// ok, we believe we should show this ad
// we are now in regular state
Do ShowAnAd
return
}
// if we get here, we have failed to find a regular
// ad. Go to runout
Do ShowARunout
}
// end ShowARegularAd
```

FIG. 15E

```
///////////
// Perform necessary housekeeping when we're taking
// down an ad
AdEndBookkeeping
{
// In rerun state, we don't do any bookkeeping
if ( in RerunState )
    return
// Account for at most ad.showFor seconds, provided
// we've shown the ad for at least ad.showFor seconds
// Note that this means we don't charge for time beyond
// ad.showFor seconds, which is important
if ( ad.thisShowTime >= ad.showFor )
{
    ad.numberShownToday += ad.showFor
    ad.shownFor++
// we do NOT reset thisShowTime here, we do it in
// AdStartBookkeeping. It actually doesn't matter where
// we do it, provided we are careful NOT to do it for
// runout ads.
}
}
// end AdEndBookkeeping
```

FIG. 15F

```
//////////  
// Show an ad, including bookkeeping and block handling  
ShowAnAd  
{  
    // If the ad is in a block, notice that  
    if ( it's in a "block" playlist )  
    {  
        if ( not currently in a block )  
        {  
            find ad in block with minimum numberShown  
            make that our ad  
            set blockGoal to minimum numberShown+1  
        }  
        set current block to this playlist  
    }  
    // now do bookkeeping  
    Do AdStartBookkeeping  
    // and actually show it  
    Do DisplayThatAd  
}
```

FIG. 15G

```
//////////  
// Perform housekeeping when we put up an ad  
AdStartBookkeeping  
{  
    // In return state, we don't do any bookkeeping  
    if( in RerunState )  
        return  
    // For regular ads  
    if( it's a regular ad )  
    {  
        ad.thisShowTime = 0  
        ad.lastShownDate = now  
    }  
}  
// end AdStartBookkeeping
```

FIG. 15H

PERSISTANT ADS		
PLAYLIST REQUEST	FACE TIME	USED TO DETERMINE HOW MUCH ADVERTISING TO SEND TO CLIENT
	FACE TIME LEFT	NOT USED
PLAYLIST RESPONSE CLIENTINFO	REQINTERVAL	RELATIVELY LARGE: ONE OR MORE DAYS USED. SINGLE PLAYLIST COMPLETELY SPECIFIES LIST OF ADS CLIENT SHOULD HAVE
	FLUSH	
PLAYLIST RESPONSE SCHEDULING PARAMETERS	SHOWFORMAX	NOT USED

FIG. 16A

SHORT-LIVED ADS		
PLAYLIST REQUEST	FACE TIME	NOT USED
	FACE TIME LEFT	USED TO DETERMINE HOW MANY ADS CLIENT SHOULD RECEIVE
PLAYLIST RESPONSE CLIENTINFO	REQINTERVAL	NOT USED. INSTEAD, CLIENT REQUEST NEW PLAYLIST WHENEVER ADS "RUN LOW".
	FLUSH	NOT USED
PLAYLIST RESPONSE SCHEDULING PARAMETERS	SHOWFORMAX	USED TO DETERMINE HOW LONG AN AD RUNS

FIG. 16B

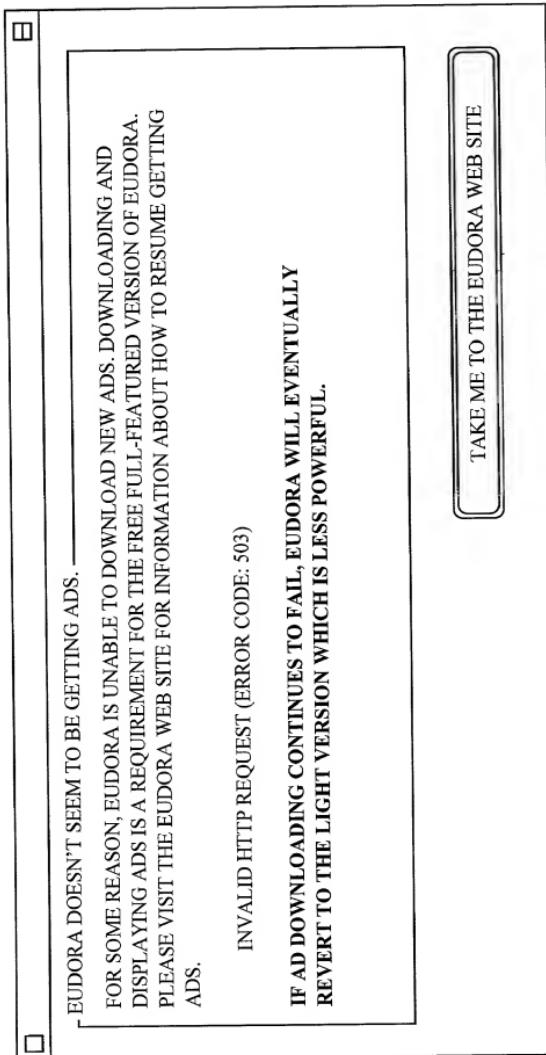


FIG. 17A

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SOMETHING SEEKS TO BE COVERING THE AD.

IT'S PROBABLY INADVERTENT, BUT EUDORA HAS DETERMINED THAT YOU ARE COVERING UP ALL OR A SIGNIFICANT PORTION OF AN AD. THE SOFTWARE IS DESIGNED TO NOTIFY YOU WHEN THIS HAPPENS IN THE HOPES THAT YOU WILL STOP COVERING UP THE AD. IF YOU DON'T, THIS WINDOW WILL KEEP POPPING UP (WHICH YOU WILL PROBABLY FIND QUITE ANNOYING).

WE'VE ALWAYS GOT SOME GOOD STUFF UNDER DEVELOPMENT BACK AT THE HOME OFFICE, AND IT'S THE ADVERTISING IN EUDORA THAT ENABLES US TO CONTINUE TO DEVELOP THE SOFTWARE WHILE PROVIDING IT TO YOU FOR FREE. WE'VE WORKED HARD TO MAKE SURE THE ADVERTISING ISN'T ANNOYING AND WE GENUINELY HOPE THAT YOU ARE NOT DELIBERATELY TRYING TO COVER THE ADS BECAUSE THEY'RE BOthering YOU. OF COURSE, YOU CAN CHOOSE TO PAY US FOR EUDORA BY CHOOSING "PAYMENT & REGISTRATION" FROM THE "HELP" MENU AND CLICKING ON "PAID FULL VERSION," OR YOU CAN REMOVE WHATEVER IS OBSCURING THE AD.



FIG. 17B

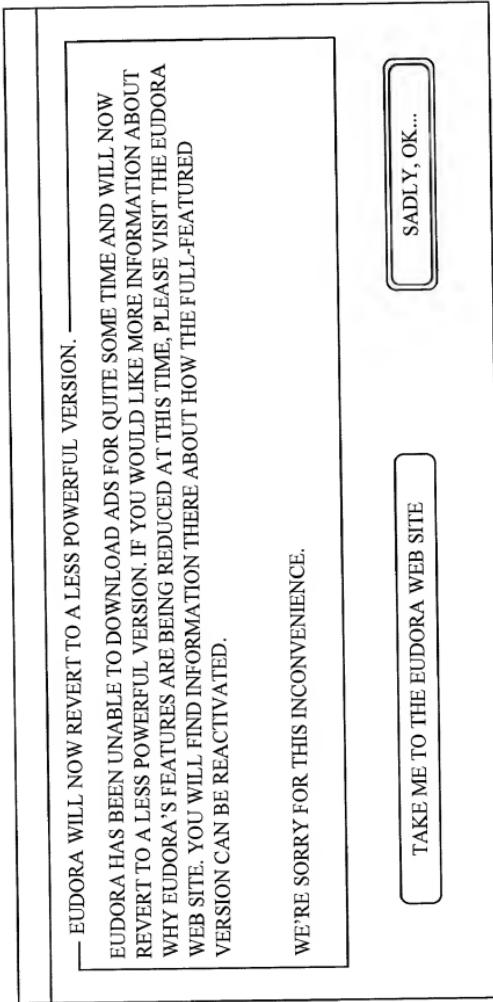


FIG. 17C

<p>WE'D LIKE TO KNOW HOW YOU USE EUDORA.</p> <p>IN ORDER TO MAKE EUDORA WORK AS WELL AS POSSIBLE, IT'S IMPORTANT THAT WE KNOW HOW PEOPLE USE IT. WE ASK USERS FOR THIS INFORMATION AT RANDOM, LOOKS LIKE IT'S YOUR TURN. IF YOU'RE OPEN TO HELPING US THIS WAY, ALL YOU HAVE TO DO IS CLICK "GENERATE INFO" BELOW AND A MESSAGE WILL BE CREATED. YOU CAN REVIEW THE CONTENTS OF THE MESSAGE IF YOU LIKE, AND THEN SEND IT TO US OR NOT -- THAT'S UP TO YOU.</p> <p>WE VALUE OUR PRIVACY; WE'RE PRETTY SURE YOU VALUE YOURS, SO WE WANT YOU TO KNOW WHAT WE'LL BE COLLECTING AND GIVE YOU A CHANCE TO ELIMINATE ANYTHING YOU DON'T WANT TO SEND. SIMPLY UNCHECK THE BOXES NEXT TO ANY INFORMATION YOU'D RATHER NOT SEND.</p> <p>PLEASE UNDERSTAND THAT AS SOON AS WE RECEIVE YOUR EMAIL, WE WILL THROW AWAY THE HEADERS THAT IDENTIFY THE MAIL AS COMING FROM YOU. YOU SEE, WE DON'T ACTUALLY NEED TO KNOW WHO YOU ARE TO FIND YOUR INFORMATION HELPFUL. SO WE PROMISE TO PROTECT YOUR PRIVACY AND TURN YOU INTO "JUST A NUMBER." :-)</p>	<p>IT'S OK TO TRANSMIT STATISTICS REGARDING:</p> <p><input type="checkbox"/> YOUR DEMOGRAPHIC DATA <input type="checkbox"/> ADVERTISEMENT INFORMATION <input type="checkbox"/> NON-PERSONAL SETTINGS</p> <p><input type="checkbox"/> YOUR NET/EUDORA USAGE <input type="checkbox"/> EUDORA FEATURES YOU USE</p>
<p><input type="button" value="CANCEL"/></p>	<p><input type="button" value="GENERATE INFO"/></p>

FIG. 18A

PAGE	APPLICABLE QUERY PARTS	ACTION												
		PAY	REGISTER-FREE	REGISTER-AD	REALNAME	REGFIRST	EMAIL	REGLAST	REGCODE	OLDREG	REGLEVEL	PROFILE	URL	ADDID
PAYMENT		X	X	X	X	X	X	X	X	X	X	X	X	X
FREEWARE REGISTRATION		X	X	X	X	X	X	X	X	X	X	X	X	
ADWARE REGISTRATION		X	X	X	X	X	X	X	X	X	X	X	X	
BOX REGISTRATIONS		X	X	X	X	X	X	X	X	X	X	X	X	
LOST CODE		X	X	X	X	X	X	X	X	X	X	X	X	
UPDATE		X	X	X	X	X	X	X	X	X	X	X	X	
PRO UPDATE		X	X	X	X	X	X	X	X	X	X	X	X	
ARCHIVED		X	X	X	X	X	X	X	X	X	X	X	X	
PROFILE		X	X	X	X	X	X	X	X	X	X	X	X	
INTRODUCTION		X	X	X	X	X	X	X	X	X	X	X	X	
SUPPORT	N/A	X	X	X	X	X	X	X	X	X	X	X	X	
QUICK TIME MISSING		X	X	X	X	X	X	X	X	X	X	X	X	
AD FAILURE		X	X	X	X	X	X	X	X	X	X	X	X	
TUTORIAL		X	X	X	X	X	X	X	X	X	X	X	X	
FAQ		X	X	X	X	X	X	X	X	X	X	X	X	
LIGHT USERS		X	X	X	X	X	X	X	X	X	X	X	X	
SEARCH SUPPORT		X	X	X	X	X	X	X	X	X	X	X	X	
NEWSGROUPS		X	X	X	X	X	X	X	X	X	X	X	X	

FIG. 19

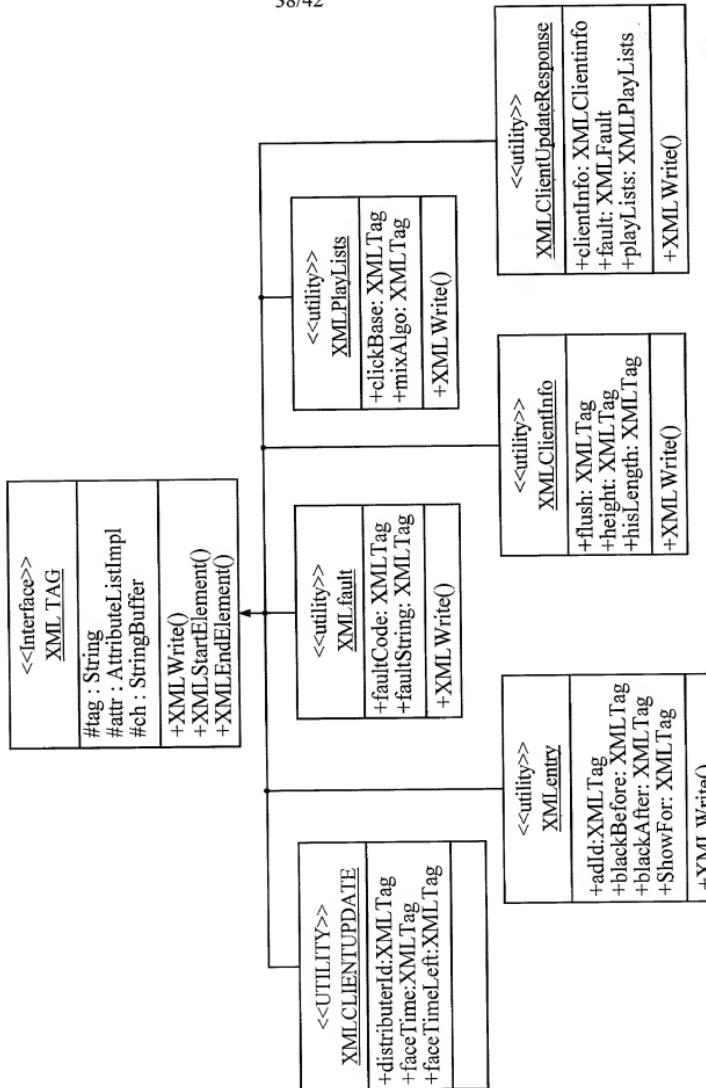


FIG. 20

% The list of available ads advantageously can be built from the following query:

```
ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate<=today AND endDate>=today + 30 AND
AdType = 'I' AND AdStatus = 'A' AND ImpressionsServed<Impressions ORDERED BY ImpressionsServed ASC);

run out ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today +
30 AND AdType = 'R' AND AdStatus = 'A' AND ImpressionsServed<Impressions ORDERED BY ImpressionsServed
ASC);
```

% The time required to deliver the ads advantageously can be calculated in the following manner.

```
face time left for today [seconds] = faceTime[today] - faceTimeUsedToday
```

(Comment: Face time left for today is the number of seconds the servlet can use to
deliver special ads today.)

```
predict face time [seconds] = SUM([faceTime[tomorrow], faceTime[tomorrow+1], ... faceTime[tomorrow+reqInterval]])
```

(Comment: Predict face time is the number of seconds the servlet predicts the user is
going to have.)

```
goal show time left [seconds] = predict face time -faceTimeLeft
```

(Comment: Goal show time left is the number of seconds that the software provider needs to fill
with ads.)

FIG. 21A

```
% Targeting
while (face time left for today) {
    if ad is not in the history {
        select ad [according to target = today]
        face time left for today -= ad.showFor
    }
    next ad
}
```

```
while (Goal show time left) {
    if ad is not in the history {
        select ad [according to target]
        goal show time left -= ad.showFor
    }
    next ad
}
```

Default values:

`reqnInterval = 1 day.`
`facetime = 30 minutes`
`faceTimeQuota is ?`
`histLength = 31 days`

FIG. 21B

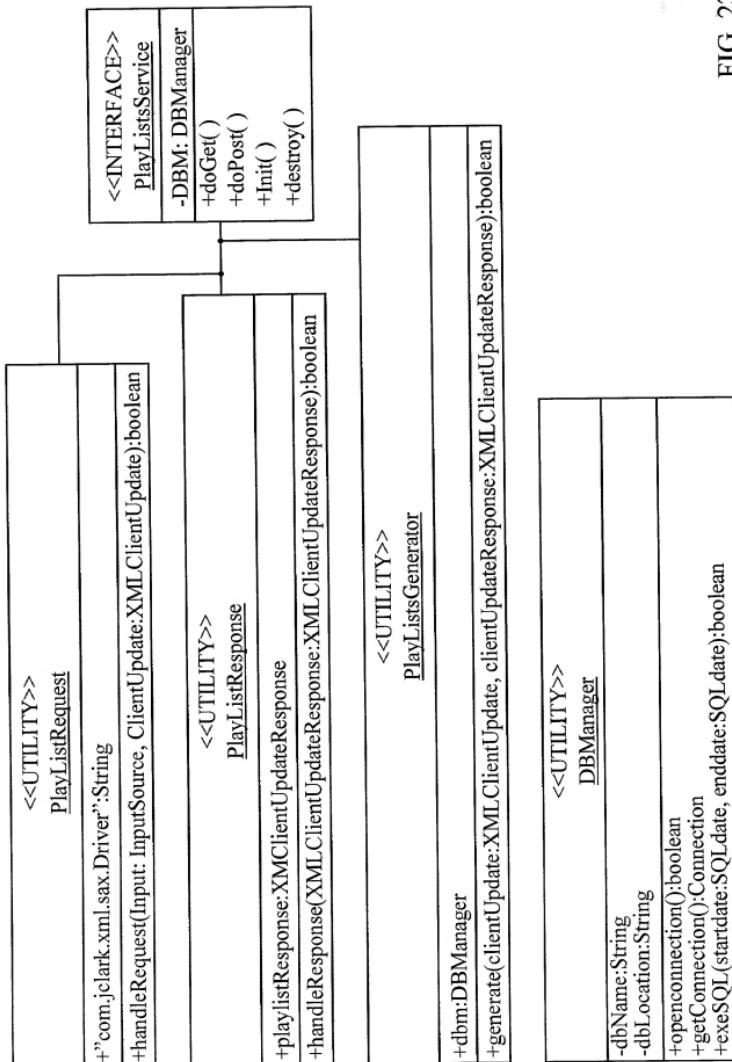


FIG. 22

